

AGES 5 & UP  
MODEL 88-003  
880030001WTI-01

# STAR WARS™ EPISODE I

ELECTRONIC HANDHELD

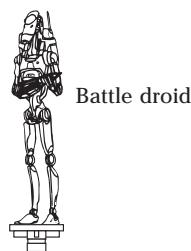
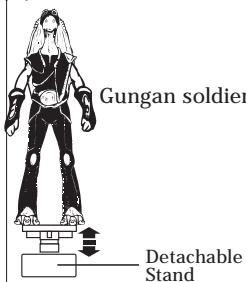
## BATTLE OF NABOO™ GAME

**TIGER**  
ELECTRONICS, LTD.

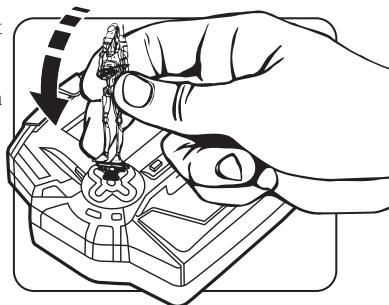
### INSTRUCTION

#### 1. YOUR JOYSTICKS

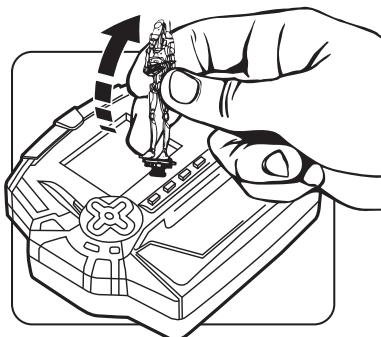
You are a Gungan soldier defending your planet. Attach the two joysticks to your 4-way directional keypad to help you! But you can only use one joystick at a time!



You can only use one joystick at a time. Attach the joystick of your choice onto the four-way directional control pad as shown in the illustration.



Detach the joystick as shown in the illustration.



When not in use to protect our planet against the evils of the Trade Federation, keep your joysticks as collectible figures!

If you lose both joysticks, don't worry. You can still operate your 4-way directional pad without a joystick. Just use your fingers on the buttons. Your fingers remain a primitive but effective way to operate your keypad!

#### 2. YOUR MISSION

Battle and Destroyer droids will appear on screen in increasing numbers as you advance from stage to stage! Use your joystick to move the target cursor around the screen until it is centered on an enemy and commence firing!



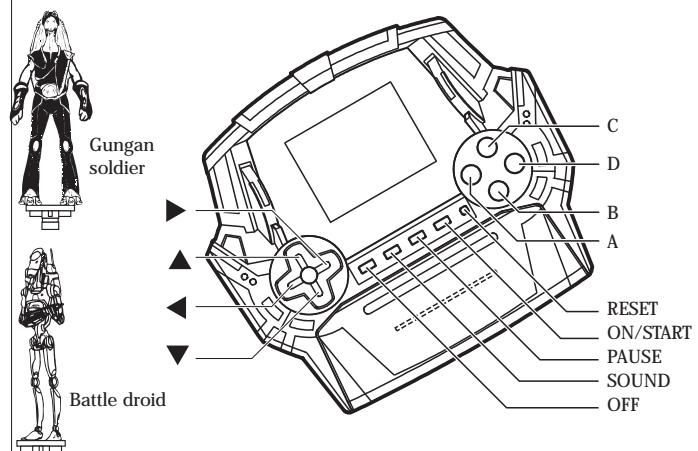
A BATTLE DROID IN YOUR SIGHTS!

You have 3 lives consisting of 5 energy bars per life. When shot, you will lose 1 bar of the health meter. If your 3 lives are used up, the game is over. But if you can survive and destroy the Battle and Destroyer droids in all 5 stages, you WIN the game and defeat the Trade Federation!



YOU'RE LOCKED ONTO A DESTROYER DROID! BLOW IT AWAY!

#### 3. YOU ARE ARMED AND PREPARED TO DEFEND YOUR PLANET



- ON/ START
  - to start the game.
  - to start each stage.
- OFF
  - to turn off the unit. The unit also shuts off after three minutes of no action.
- SOUND
  - to toggle sound: On or Off.
- PAUSE
  - to pause the game during play.
- ▲
  - to move cursor up.
- ▼
  - to move cursor down.
- ◀
  - to move cursor left.
- ▶
  - to move cursor right.
- A (SHOOT)
  - this will fire the Gungan Laser.
- B (AIR STRIKE)
  - when the odds seem overwhelming, you can call in an Air Strike. A Naboo Starfighter will come on screen and shoot all enemies. This can only be used twice per level.
- C (SHIELD)
  - this will activate the Gungan Force Field.
- D (SHOOT)
  - this will fire the Gungan Laser.
- RESET
  - this resets the game in case of malfunction. This will also erase the high score.

#### 4. HOW TO PLAY

Turn on the power and press START to begin the game.

Your score, health meter and lives remaining, will be displayed in the top right corner.

The score will be displayed in the very top corner throughout the game.

The health meter will appear below the score as a horizontal row of five bars. If you are being overrun by droids, you can call in for a Naboo air strike! It will destroy all droids on screen but can only be used twice per level.

Your fellow Gungans have developed a force field. It can only be used for 1-second intervals but will block all incoming enemy shots!



WHEN IN TROUBLE, CALL FOR A NABOO AIR STRIKE!

But beware - enemies can also appear on the bottom of the screen and get up close to punch you! The force field will be useless against them.

Use LASER power to wipe them away clean!



FORCE FIELD!

## 5. SCORING

In all 5 levels, as your enemies appear on screen, you must attack them immediately! If you do not vanquish them quickly, they will launch their strikes against you!

### LEVEL 1

For each enemy destroyed, you will receive 20 points.

It will take 1 shot from the player to destroy each enemy.

Each time an enemy successfully attacks you, you will lose 1 bar of health.

You score a 200-point bonus for completing the level.

### LEVEL 2

For each enemy destroyed, you will receive 20 points.

It will take 2 shots from the player to destroy each enemy.

Each time an enemy successfully attacks you, will lose 1 bar of health.

A 200-point bonus will be given for completing the level.

### LEVEL 3

For each enemy destroyed, you will receive 20 points.

It will take 2 shots from the player to destroy each enemy.

Each time you are successfully attacked by enemies, you will lose 1 bar of health.

A 200-point bonus will be given for completing the level.

### LEVEL 4

For each enemy destroyed, you will receive 20 points.

It will take 2 shots from the player to destroy each enemy.

Each time you are successfully attacked by enemies, you will lose 1 bar of health.

A 200-point bonus will be given for completing the level.

### LEVEL 5

For each enemy destroyed, you will receive 20 points.

It will take 2 shots from the player to destroy each enemy.

Each time you are successfully attacked by enemies, you will lose 1 bar of health.

A 200-point bonus will be given for completing the level.

When this level is over the battle is won and the Trade Federation has been defeated!

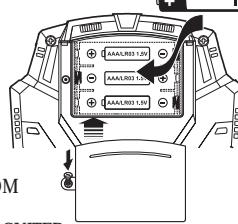
## 6. INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 3xAAA OR LR03 batteries or equivalent (Batteries not included) as shown.



### TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



### RESET BUTTON:

After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



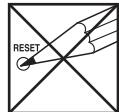
## 7. CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit.  
Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace battery at the first sign of erratic operation.

If a part of your ELECTRONIC HANDHELD BATTLE OF NABOO GAME is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronics, Ltd. Repair Center  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

## 8. 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$6.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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